NES-LU-USA-1

4 FOUR PLAYER GAME

# INTV CORP.

# MONSTER TRUCK RALLY™

## INSTRUCTION MANUAL

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# PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.

2) This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.

3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

# MONSTER TRUCK RALLY

## OBJECTIVE

The object of the MONSTER TRUCK RALLY is to score as high as you can against up to three human or computer controlled opponents. Scores are determined by how quickly you navigate as well as other factors (sled pull distance, number of cars crushed). Or, rather than competing against others, just try to top your personal best lap times and scores.

## GETTING STARTED

Insert the Game Pak, turn on your Nintendo Entertainment System, and press reset. Press the START Button on any hand controller to take you to the MONSTER MENU, from which all game options are controlled.

### ⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

# PART 1: MONSTER MENU — GAME OPTIONS

From the MONSTER MENU, you control all of the aspects of the game. Select any option by moving the arrow up and down with the Control Pad and press Button A. Options are:

**GO RACE:** Start the currently selected event!
(See RACING, below.)

**EVENTS:** Point to one of the 8 different specialty events, the COMBO COURSE, a CUSTOM COURSE, or the MONSTER TRUCK RALLY and press Button A; that event is now selected, and control returns to the MONSTER MENU. (See EVENTS, below, for a more detailed description of each event.)

**HOW MANY LAPS:** Choose how many laps you and your opponents need to complete on each track. Point at the number of laps desired and press Button A.

**LAP DIRECTIONS:** Choose the direction the trucks do laps around the course. Move the cursor up and down with the Control Pad to select a player; then select NORMAL (truck starts facing right and must always cross the finish line from left to right) or REVERSE (truck starts facing left, must cross the finish line from right to left) by pressing left or right on the Control Pad. Press Button A to return to the MONSTER MENU. All human players must travel the same direction around the course, but the computer vehicles are free to travel in opposite directions from the humans. (Note: for a real test of driving skill, try a four-truck DONUT competition with trucks facing different directions!)

**HOW MANY TRUCKS:** Choose 1, 2, 3, or 4. This controls the total number of trucks competing at once. A solo truck can navigate the course, or up to four trucks can compete against each other at the same time. With the NES SATELLITE™ attached, there can be any combination of up to four human and/or computer controlled vehicles. Without the NES SATELLITE attached, up to four trucks can be used, but only two human players can control trucks; the rest are controlled by the computer.

**COMPUTER PLAYERS:** Choose the number of vehicles to be controlled by the computer, from 0 (all trucks controlled by human players) to 4 (all trucks controlled by the computer). Note that when the NES SATELLITE is not connected and more than two trucks are selected, the computer automatically controls the extra trucks.

**DIFFICULTY LEVEL:** Set from 1 to 5. This controls the rate at which the drawbridges ascend and descend and the amount of mud and water on the track.

**TRUCK COLORS:** Each player can pick a unique truck color of his or her liking. Select different colors by pressing left and right on the Control Pad; each player's Control Pad changes only their truck color. It's also a good idea to come here before starting a race to confirm which player controls which color truck on the course.

**TRACK BUILDER:** Selecting this option on the MONSTER MENU takes you to the TRACK BUILDER, a special screen that allows you to define a custom course – the possibilities are endless. Pieces of the track are selected one at a time by pressing up and down on the Control Pad; pieces are placed one at a time by pressing Button A; the last piece on the track is erased by pressing Button B; quit the TRACK BUILDER by either completing a course (making the track reach around and touch the start/finish piece) or by pressing SELECT and START at the same time (aborts the TRACK BUILDER, erases the track in progress). Building a track automatically selects the event "CUSTOM TRACK" in the EVENTS selection screen above. Note that track pieces that go off the track builder areas will wrap around to the other side; the courses created when this happens are completely navigable.

**RANDOM TRACK:** Like the TRACK BUILDER, except the computer randomly generates a course. There are millions of possible combinations! When the computer is finished, it will ring a bell; study the course, then press any key to go back to the main menu. If you want to quit building a course and just go straight back to the MAIN MENU, hold down both SELECT and START at the same time; the random track will be erased.

# PART 2: THE EVENTS

MONSTER TRUCK RALLY has eight different specialty events, plus one built-in combination course that has aspects of many specialty events wrapped into one, plus the ability for the user to create his/her own courses.

On top of all that, the supreme challenge is to score high in the MONSTER TRUCK RALLY, a decathlon-style event that takes the racers through each event one at a time.

**HILL CLIMB:** Up and down hills; watch out for bottoming out when you're sailing down a hill; watch out for flying too high and losing control coming off of a sharp incline. Use the hills to jump over water bogs and woop-de-doos. Points awarded for how fast you complete the course.

**DRAG RACE:** It's a test of gear shifting and high speed handling through mud and water as you head down a long straightaway. Points awarded for the shortest lap time; all trucks have two "heats" (attempts) at the race.

**BOG:** Water and turns keep you honest in this test of low-speed maneuverabiliity. Points awarded for how fast you complete the course.

**CAR CRUSH:** A flat track lined with cars lies ahead. Complete the race as quickly as you can, but be sure to crush as many cars as you can along the way. Points are awarded for speed and number of cars crushed. Event is over when all trucks cross the finish line after completing the specified number of laps.

**TUG-O-WAR:** Your truck is connected to another truck by a chain; it's a test to see who can drag who over a finish line 50 yards away. The trick here is to lure your opponent into a mud puddle or into water to make him lose traction; then plan your move and steer clear of water and mud yourself. Different trucks are paired off each other in multiple heats, depending on the total number of trucks.

**SLED PULL:** A sled has been attached to your truck; try to pull it as far as you can. The trick is that the farther you drag the sled, the heavier the sled gets! This event is a test of shifting at the right time and avoiding mud and water hazards. Points are awarded for the maximum distance achieved. Each truck gets two attempts at pulling the sled.

**DRAWBRIDGE:** Not possible in real stadium monster truck competitions! The road raises and lowers, creating either jumps or road blocks. If you time it just right, you can use one as a ramp to jump over the next. Points awarded for how fast you complete the course.

**DONUTS:** A madcap tight turn competition. Drive around the course as quickly as possible; but there's next to no room with all those other trucks on the course! Points awarded for how fast you can complete the designated number of laps. Because the course is so small, the event is run twice; each time the event is run, all the trucks must complete three times the specified number of laps.

**CUSTOM TRACK:** Select this to race again on the most recently created custom track. [This event is automatically selected when you create a custom track in the TRACK BUILDER.]

**COMBO COURSE:** A long tough trek that incorporates elements of the donuts, drag race, drawbridge, hill climb, car crush, and water bog events. Watch out! Points awarded for how fast you complete the course and how many cars you crush.

**MONSTER TRUCK RALLY:** Takes you through each of the above events, one by one. The ultimate test in driving stamina and skill. Total score depends on performance in each event.

# PART 3: DRIVING THE TRUCK AND RACING

The Monster Trucks are equipped with three speed manual transmissions. To get the most out of the truck, learn when to shift! Staying in low gear gives the truck the power it needs to get up steep hills and through water, but goes too slow on the long straightaways, where third gear is more appropriate. **Important:** Your truck automatically shifts into a lower gear as it slows down. At the top of the screen is an indicator for each truck (in the color of the truck) of the truck's current gear.

## CONTROLS

**Control Pad Left:** Rotate truck left.

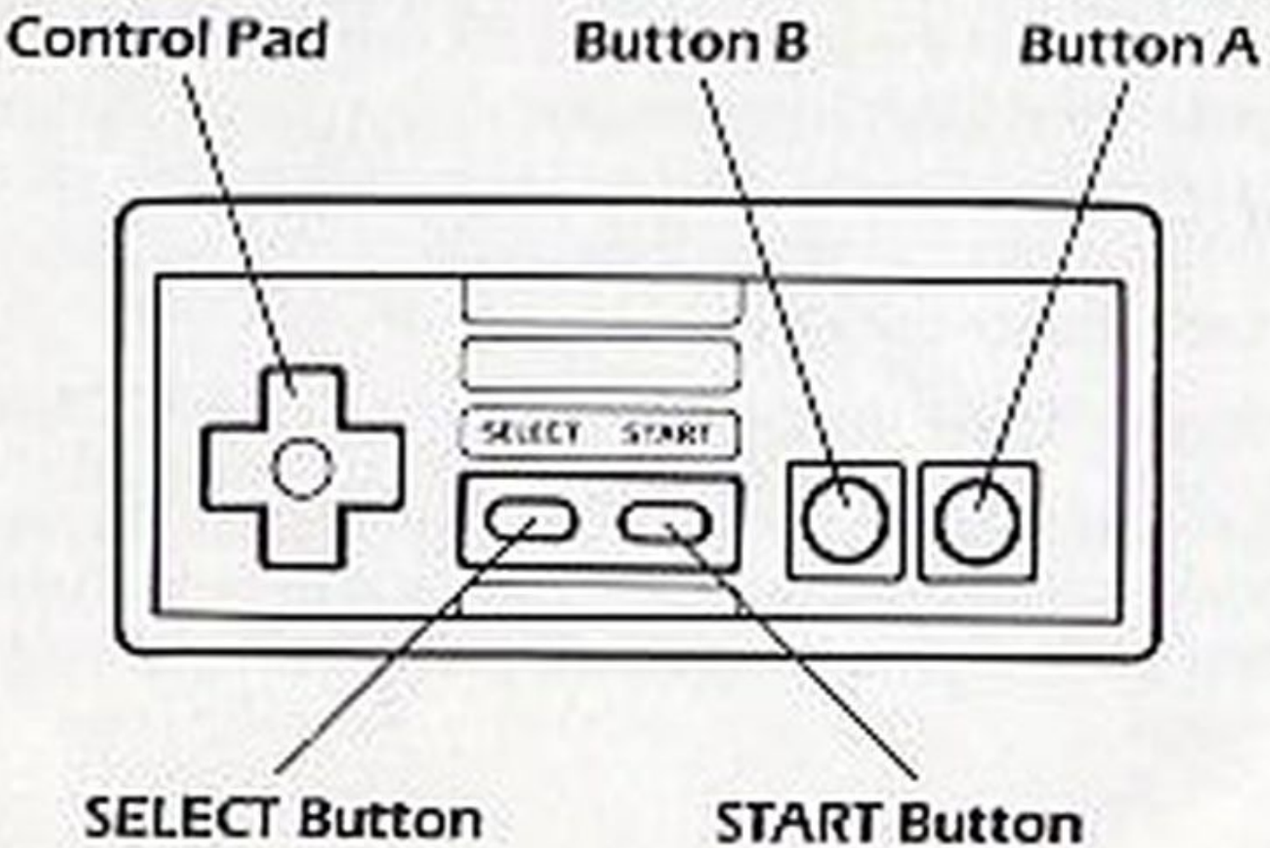
**Control Pad Right:** Rotate truck right.

**Button A:** Accelerating and shifting – Hold down Button A until you reach your maximum speed; then quickly release and re-press Button A to shift into the next highest gear, and you will accelerate again to a new higher speed.

**Button B:** Braking and Reversing – hold down Button B to slow down quickly; when you are at a stop, Button B will cause your truck to go into a slow reverse.

**START Button:** Pause the game.

**SELECT Button:** Hold down SELECT for a second or so to quit the current event; this takes you directly to the score screen.



# PART 4: THE TERRAIN

As you drive, you'll find:

**DIRT:** The best stuff to drive on.

**MUD:** Slows you down a little; hard to turn in.

**WATER:** Slows you down a lot; harder to turn in.

**TURNS:** In all directions.

**WOOP-DE-DOOS:** Small challenging hills.

**STEEP HILLS:** If you have trouble driving up steep hills, try going back and forth across the face of the hill.

**GENTLE HILLS**

**BOG:** Watery puddle piece that's sure to slow you down – unless you jump it!

**CAR CRUSH:** Junked cars on the track – be sure to drive over the cab of the car to completely crush it; cars can be crushed once per lap.

**DRAWBRIDGE:** Raising and lowering walls that create either road blocks or jumps.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

# LIMITED WARRANTY

INTV Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to INTV Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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## CREDITS

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